

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

--	--	--	--	--	--	--	--	--	--

# MULTIMEDIA UNIVERSITY

## FINAL EXAMINATION

TRIMESTER 2, 2017/2018

### MSA1013 – MULTIMEDIA SCRIPTING AND AUTHORIZING

(All sections / Groups)

5 MARCH 2018  
9.00 a.m -11.00 a.m  
( 2 Hours )

---

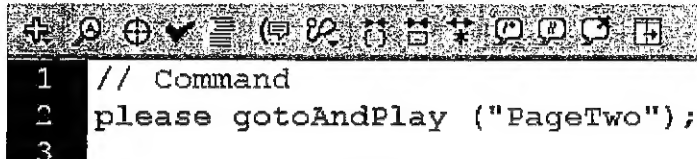
#### INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 9 pages including this cover page with 20 Objective Questions, 10 Subjective Questions and 2 Essay Questions only.
2. Answer **ALL** questions in the Objective and Subjective questions. Choose **only one** essay question in section C. All questions carry equal marks and the distribution of the marks for each question is given.
3. Please write all your answers in the Answer Booklet provided.

## SECTION A (40 marks)

This section consists of 20 OBJECTIVES QUESTIONS.

1. The Actions window has this script:



What will happened if this script is executed?

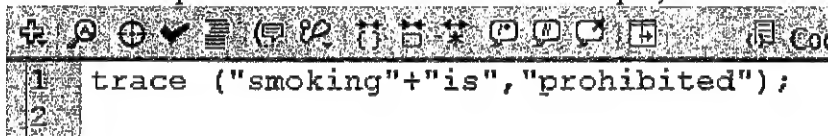
- A. Going to a frame that has label "PageTwo".
  - B. Syntax Error
  - C. Sound file that named "PageTwo" is played
  - D. Showing the instance that named "PageTwo"
2. To draw a perfect circle in Adobe Animate is .....
- A. holding down the Shift key as you drag the Oval tool on the Stage.
  - B. holding down the Alt key as you drag the Oval tool on the Stage.
  - C. holding down the Ctrl key as you drag the Oval tool on the Stage.
  - D. holding down the Shift and Alt key as you drag the Oval tool on the Stage.
3. What are the three selection tools in Adobe Animate?
- A. the Selection tool, the line tool and the Lasso tool.
  - B. the Selection tool, the Lasso tool and the Stroke tool.
  - C. the Selection tool, the line tool and the Stroke tool.
  - D. the Selection tool, the Subselection tool, and the Lasso tool.
4. How to remove a keyframe?
- A. Press the Delete key.
  - B. Select the keyframe and choose Modify > Timeline > Delete
  - C. Select the keyframe and choose Modify > Timeline > Frame
  - D. Select the keyframe and choose Modify > Timeline > Clear Keyframe

Continued .....

5. What is a *symbol*?

- A. A *symbol* is a graphic, button, or movie clip that you create once in Adobe Animate and can then transform throughout your document or in other documents.
- B. A *symbol* is the information flow of information on graphic, button, or movie clip process flow of an activity.
- C. A *symbol* is a graphic, button, or movie clip that you create once in Adobe Animate and can then reuse throughout your document or in other documents.
- D. A symbol provides graphic, button, or movie clip on screen to show the information arrangement on the stage.

6. The actionscript here will have a result in the Output, and the result is:



- A. Syntax Error
- B. smoking isprohibited
- C. smokingisprohibited
- D. smokingis prohibited

7. To edit a symbol is to .....

- A. double-click the symbol and convert it into layers.
- B. double-click the symbol in the Tool Box.
- C. double-click and insert an instance on the Stage.
- D. double-click the instance on the Stage to edit it in place.

8. You can create a motion tween using .....

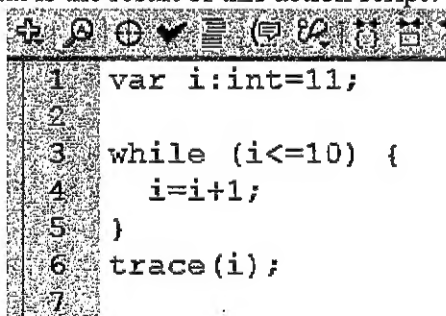
- A. a graphic or instance on the Stage, right click a frame and Select Tween.
- B. a path of an object's motion, right click a frame and Select Tween.
- C. a graphic or instance on the Stage, right click a frame and Select Create Motion Tween.
- D. motion editor at the Tween layer, right click a frame and Select Create Motion Tween.

Continued .....

9. What kinds of properties can a motion tween change in an ActionScript 3.0 document?
- A. Smooth transitions between different keyframes of an object's location.
  - B. Smooth transitions between different keyframes of an object's workflow.
  - C. Smooth transitions between different keyframes of an object's sequence.
  - D. Smooth transitions between different keyframes of an object's presets.
10. Which two of this actionscript are correct and resulting a correct output too?

<b>I.</b> trace (10%3); Output: 1	<b>II.</b> trace (4*3); Output: 48
<b>III.</b> trace (3==0); Output: false	<b>IV.</b> trace ("a"==0); Output: true
<b>V.</b> trace (trace); Output: {}	<b>VI.</b> function parameter ():void; Output: false

- A. I,II
  - B. II, V
  - C. I, III
  - D. IV, VI
11. What is the result of this action script?



```

1  var i:int=11;
2
3  while (i<=10) {
4      i=i+1;
5  }
6  trace(i);
7

```

- A. 12
- B. 11
- C. 1,2,3,4,5,6,7,8,9,10,11
- D. 1 2 3 4 5 6 7 8 9 10

Continued .....

12. What are the characteristics of **Phase 1** in the multimedia development process?

I. Sets the stage for the whole project.	II. Determine the project's goals, which include what the learners should know or be able to do after completing the program.
III. Information which you can get it from the client or determine it yourself.	IV. Deliver best functional prototype.
V. Establish the constraints under which you will be working, such as the characteristics of the computers on which the program will run, and any policies your clients may have, such as colour or font requirement.	VI. Assessing the characteristics and instructional needs of your intended learners, the entry knowledge of the learner.

- A. I, II, III & IV
- B. I, II, III, IV, & V
- C. I, II, III, V & VI
- D. I, III, IV, V & VI

13. While developing the concept (idea), the multimedia production team needs to consider in Phase 1 multimedia development process on the following. Which one is not necessary?

- A. What do we want the multimedia title to accomplish?
- B. Define the scope and purpose in Phase 1 multimedia development process.
- C. What do we want the action script to accomplish?
- D. Identify learner characteristics in Phase 1 multimedia development process.

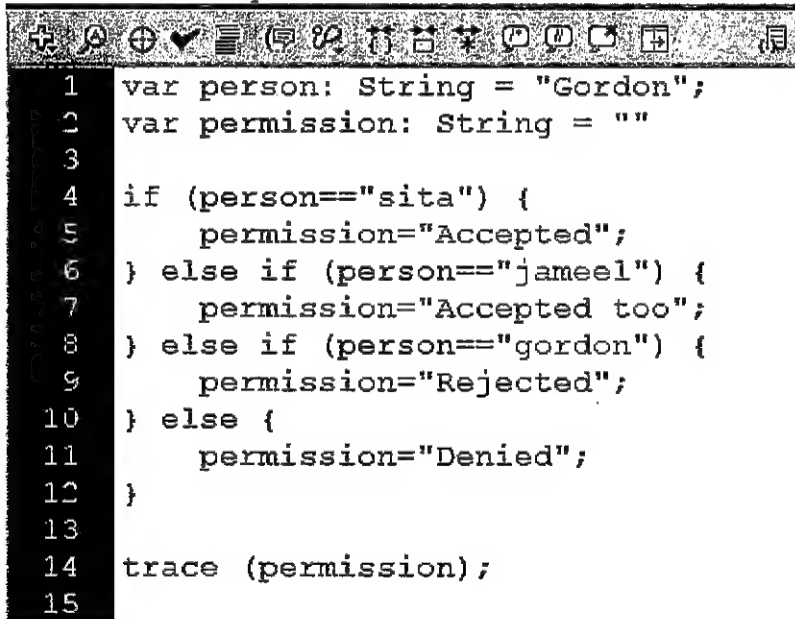
Continued .....

14. What is in the Phase 3 development process?
- A. Gantt chart
  - B. Prepare the text
  - C. Identify learners characteristics
  - D. Establish the constraints
15. When you convert a graphic into a symbol, which you select it to be a button, when you double click the button, which one of this frame that will **not** show?
- A. up
  - B. hit
  - C. rollover
  - D. down
16. How to generate good and creative ideas in Phase 1 of the multimedia development process?
- A. Interview all the users
  - B. Observation
  - C. Experimental
  - D. Conduct initial brain storming
17. What can be one of the criteria to consider for the treatment in Phase 1 of the multimedia development process?
- A. The look and feel of the multimedia production.
  - B. It should not include the title's tone, approach, metaphor and emphasis.
  - C. It should be how the title should be presented to the producer.
  - D. Helpful for presenting the misunderstanding from the production team.

Continued .....

18. What is Phase 2 of the multimedia development process?
- A. Most of the scripting work is accomplished.
  - B. The heart of the project and the time in which most of the conceptual work is accomplished.
  - C. The effectiveness of your initial program.
  - D. Most finalizing thinking, brainstorming and post-production activities.
19. The activities of assembling the content and deciding on how it is to be treated from both an \_\_\_\_\_ and \_\_\_\_\_ perspective?
- A. instructional, usability review
  - B. instructional, interactive
  - C. interactive, expert review
  - D. interactive, screen review

20. What is the output result?



```
1 var person: String = "Gordon";
2 var permission: String = ""
3
4 if (person=="sita") {
5     permission="Accepted";
6 } else if (person=="jameel") {
7     permission="Accepted too";
8 } else if (person=="gordon") {
9     permission="Rejected";
10 } else {
11     permission="Denied";
12 }
13
14 trace (permission);
15
```

- A. Accepted
- B. Accepted too
- C. Rejected
- D. Denied

Continued .....

## SECTION B (40 marks)

This section consists of 10 SUBJECTIVES QUESTIONS. Answer all.

Like an outline for a paper, (1)\_\_\_\_\_ and (2)\_\_\_\_\_ save time and improve the quality of the final product by assisting us in the planning and preparation stages of a project. Those two will give description of what will happened from one phase to another.

The (3)\_\_\_\_\_ symbol is called start or stop symbol. The (4)\_\_\_\_\_ symbol indicates individual content for screens, pages, or frames. The (5)\_\_\_\_\_ symbol is used when there is interactivity between your audience and the program.

A storyboard should contain a sketch of the (6)\_\_\_\_\_ aspect of the screen, (7)\_\_\_\_\_ which will be presented, descriptions of (8)\_\_\_\_\_, interactions, sounds and any other media.

The right kind of text type, that has an instance name, and the text can be edited using the action script, but our software user can not edit the text is a (9)\_\_\_\_\_. "Input text" is not suitable for the purpose because user can edit the text when we run the software.

To state that our variable is called "myNumber" and the value is 3, our actionscript 3.0 to declare it for the first time will be :  
**var myNumber: Number= 3;**

To state that our variable is called "myCity" and the answer is "Cyberjaya", our action script 3.0 to declare it for the first time will be : (10)\_\_\_\_\_

Continued .....



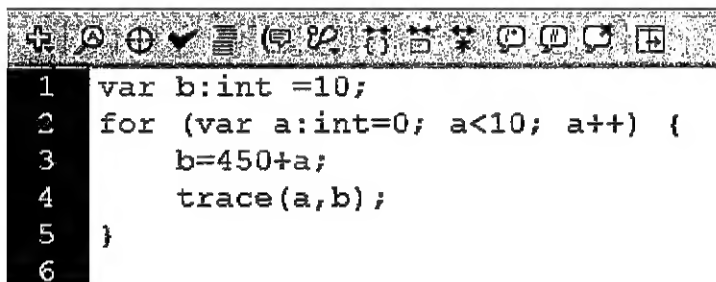
## SECTION C (20 marks)

This section consists of 2 QUESTIONS. Answer **ONLY 1 QUESTION**.

1. Create a scripting using actionscript 3.0 , that displays as shown below. There is a textbox that has instance name “**showResult**”. Use the command **for** that create 6 times looping that showing this in the textbox:

yes3yes4yes5yes6yes7yes8

2. What will be the output result of this action script?



```
1 var b:int =10;
2 for (var a:int=0; a<10; a++) {
3     b=450+a;
4     trace(a,b);
5 }
6
```

**End of Page.**